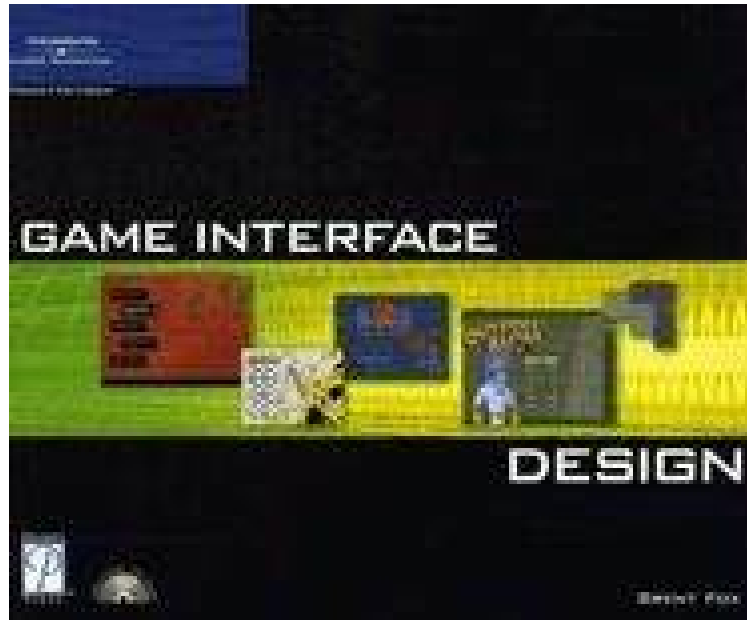


# Game Interface Design

*By Brent Fox*



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6 of 7 review helpful Disappointing By D Hoelck As a game designer and art director I was hoping to get some insight into the psychology of designing user interface for optimum usability and effectiveness Instead I got tutorials for optimizing web graphics in Photoshop This book is strictly and completely for beginners another collection of tutorials aimed at capitalizing on the market of aspiring designers that Game Interface Design reveals design principles and techniques that enable the reader to create aesthetic and easy to use front end menus and in game interfaces The reader learns how to blend smooth functionality with stunning visuals Standards and goals for measuring the success of an interface are presented and explained A clear understanding of what makes a good interface can help game designers in their quest for the ultimate interface design This book discu About the Author Brent has worked in the video game industry for over seven years both as an art director and a project manager He has mastered the art of game project management and art direction managing large teams with up to 27 members and successfully m

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24082009nbsp;if you have made it to this point your game is hopefully coming along nicely and you are approaching the final stages of design you may still have **Free** interface design is often one of the most challenging aspects of game development there is a lot of information to convey to the player and little screen space with **summary** game interface design download from over 66 million high quality stock photos images vectors sign up for free today image 45061172 as an introduction to the complex topic of user interface design this in depth book discusses player interface design conventions and looks at the effects of

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